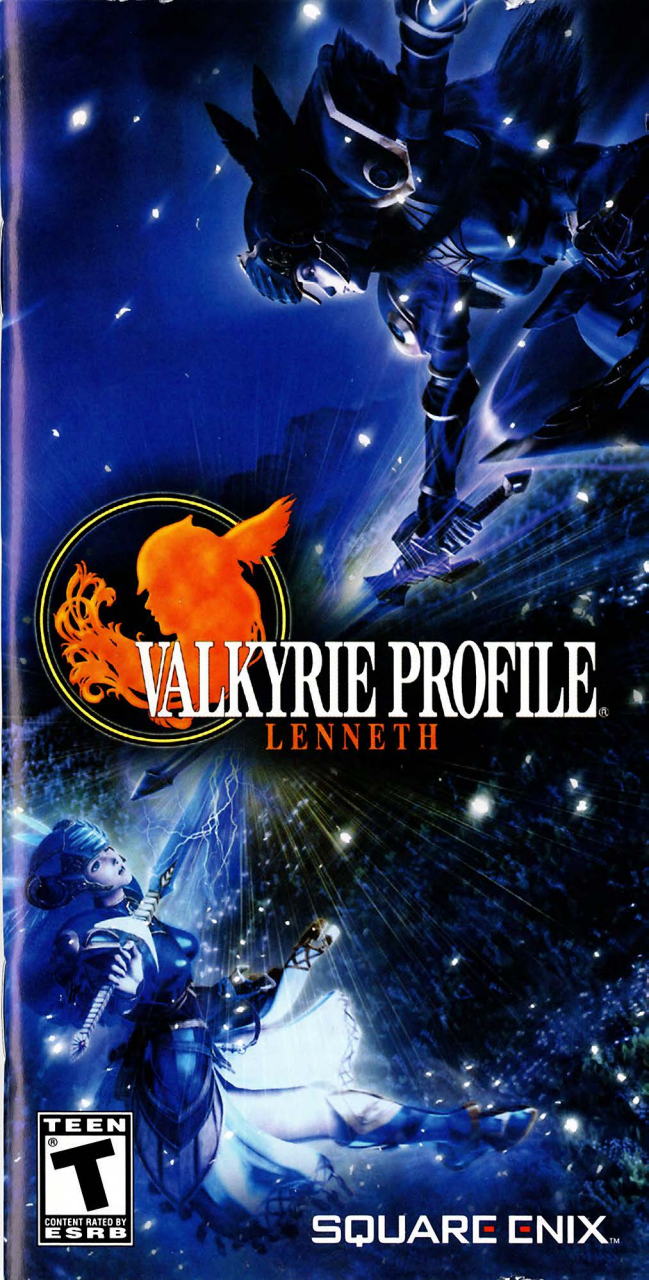

VALKYRIE PROFILE
LENNETH
TEEN
T
CONTENT RATED BY
ESRB
SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

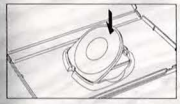
## Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10107

# VALKYRIE PROFILE®
## LENNETH

A lovely warrior-maiden flies though the skies above chaotic Midgard looking for corrupt spirits to purify and brave souls to recruit.

*I am a servant of Odin –*
*the All-Father of Valhalla.*
*I am she who leads the chosen souls to Valhalla.*

*I am she who governs the fate of the Sacred War.*
*I am Valkyrie, chooser of the slain.*

*But what about my own past,*
*My own destiny...*

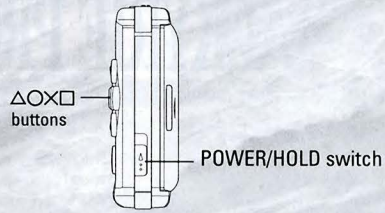
*The battle to determine the fate of Valhalla is about to begin.*

### CONTENTS

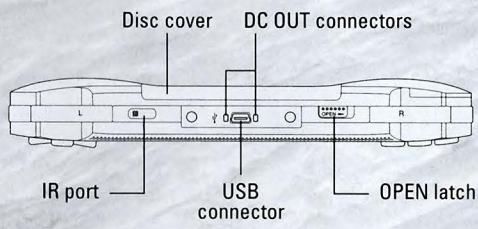

| | |
|---|---|
| Getting Started | 2 |
| Basic Controls | 3 |
| Characters | 6 |
| Starting the Game | 8 |
| Playing the Game | 11 |
| Actions | 14 |
| Camp Menu | 18 |
| Battle System | 27 |
| Credits | 31 |
| Limited Warranty | 33 |

# Getting Started

## Right side view




## Top view




Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **VALKYRIE PROFILE® LENNETH** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

**Memory Stick Duo™**

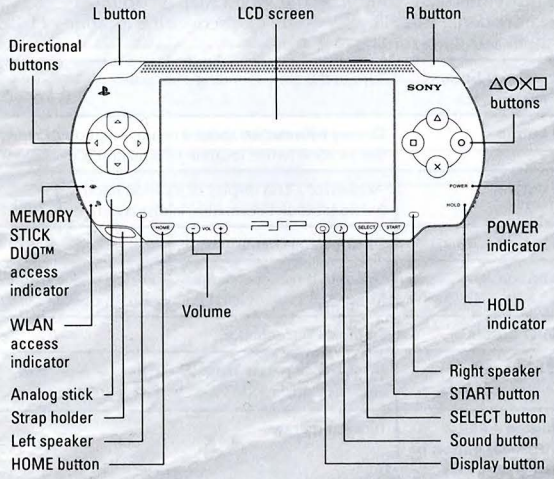
*Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo™ with 352KB or more empty space into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.



# Basic Controls

## PSP™ (PlayStation®Portable) system configuration




**Battle:** (Also see page 27)

Individual characters in the party correspond to the ●, ⊗, △, and ■ buttons. Press the button assigned to the character of choice to attack.

| | |
|---|---|
| **directional buttons or analog stick** | Move the cursor |
| **⊗ button ● button △ button ■ button** | Attack with corresponding characters / Execute commands (⊗ button) / Cancel (● button) |
| **SELECT button** | Bring up and close the battle command menu |

# Basic Controls

## World Map: (Also see page 14)

The most important control on the World Map is "Spiritual Concentration." This allows Valkyrie to discover the location of fallen warriors and dungeons.

| | |
|---|---|
| **directional buttons or analog stick** | Turn in the corresponding direction |
| **✕ button** | Display information about a nearby location / Enter the location (while location information is displayed) |
| **○ button** | Accelerate / End display of location information (while location information is displayed) |
| **△ button** | Display Camp Menu |
| **□ button** | Use with directional buttons or analog stick to move forward, backward and laterally without turning |
| **START button** | Spiritual Concentration |
| **SELECT button** | Display Minimap ➡ magnify the map ➡ hide map (switches map mode when button is pressed) |
| **L button + directional button or analog stick LEFT** | Turn left quickly |
| **R button + directional button or analog stick RIGHT** | Turn right quickly |

## 2D Map: (Also see page 14)

| | |
|---|---|
| **directional buttons or analog stick** | Move (press right or left twice consecutively to dash) / Climb ladder / Crouch |
| **✕ button** | Slash / Lift ➡ throw / Push / Pull / Talk / Open / Pick up items (while crouching) |
| **○ button** | Jump / Slide (while crouching) / Drop items (while carrying items) |
| **△ button** | Display Camp Menu |
| **□ button** | Shoot crystals |
| **L button** | Conversation Log (displays past conversations in your location) |
| **R button** | Scroll text quickly (if held down with the ✕ button) / Display Minimap |



# Basic Controls

## Camp Menu: (Also see page 18)

| | |
|---|---|
| **directional buttons or analog stick** | Move the cursor / Select the item |
| **✕ button** | Execute |
| **○ button** | Cancel |
| **△ button** | Display the description |
| **L button** | Scroll up on lists |
| **R button** | Scroll down on lists |
| **START button** | Rest for a certain number of periods (only on World Map) |

## VALKYRIE
**CHOOSER OF THE SLAIN**

One of the three goddesses that govern destiny. She hears the cries of souls fallen in battle. Valkyrie is also known as "chooser of fallen soldiers," "warrior-maiden," and "guide of heroes."

## PLATINA
**DESTITUTE, NEGLECTED DAUGHTER**

Marked by her striking long silver hair. She is from a poor village, and her parents always treated her coldly. She is persuaded to run away after discovering her mother's plan to sell her into slavery...

## ODIN
**LEADER OF VALHALLA**

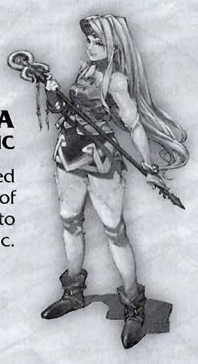
Lord of the Aesir in the world of Asgard. After hearing of Ragnarok drawing near, he sends Valkyrie on a mission to collect the souls of mortals to serve as warriors in the Sacred War.

## ARNGRIM
**SOLDIER AND SWORDSMAN WITH UNPARALLELED SKILLS**

Arngrim is a tactical genius who is at home only on the battlefield. Facing Arngrim in battle is a death sentence.

## FREYA
**GODDESS OF FERTILITY**

Freya is a cold, calm figure who is uncharacteristically supportive of Valkyrie. Within her lies the power that governs the birth of all beings.



## MYSTINA
**STUDENT OF MAGIC**

Mystina is a perfectionist. She graduated first in her class from an academy of magic. She longs to go to Valhalla to further her knowledge of magic.

## LEZARD VALETH
**NECROMANCER**

Lezard is an alchemist with a passion for death and gods. Ordinary individuals cannot begin to understand the depths of his obsessions.

## LUCIAN
**A YOUNG MAN HAUNTED BY HIS PAST**

A skilled swordsman who lacks the true spirit of a hero. Haunted for years by the tragic death of his childhood girlfriend, he sees traces of her in Valkyrie.

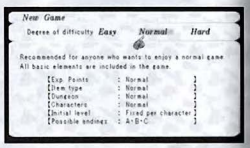
At the title screen, you may choose to start a new game or select other options:

| | |
|---|---|
| **New Game** | Start a new game. |
| **Continue** | Load a previously saved game. |
| **Configuration** | Adjust game settings and controls. |
| **Sound Mode** | Adjust sound settings and play sound recordings. |
| **Prologue** | View the game's background story. |
| **Movie Gallery** | View unlocked CG movies. |

Press the directional buttons or analog stick UP/DOWN to select one of these options, then press the ⊗ button to execute. Press the ◉ button to return to the Title Screen.

## NEW GAME

Start a new game from the beginning. Press the directional buttons or analog stick LEFT/RIGHT to select the difficulty level, then press the ⊗ button to start the game. The differences between the difficulty levels are described below.


New Game
Degree of difficulty Easy Normal Hard
Recommended for anyone who wants to enjoy a normal game.
All basic elements are included in the game.
[Exp. Points : Normal
[Item type : Normal
[Dungeon : Normal
[Characters : Normal
[Initial level : Fixed per character
[Possible endings : A・B・C

**Note:** You cannot experience the best ending in Easy mode.

**DIFFICULTY SETTINGS**

| | | EASY | NORMAL | HARD |
|---|---|---|---|---|
| **Experience obtained** | Number of Experience points obtained after each battle | Many | Normal | Few |
| **Quantity of Items** | The quantity of items that appear in the game | Few | Normal | Many |
| **Length of each Chapter** | Each Chapter (see pages 13 and 18) | Short | Normal | Long |
| **Dungeons** | The number of dungeons that appear in the game | Few | Normal | Many |
| **Characters** | The number of characters that join the party | Few | Normal | Many |
| **Default Level** | Levels of characters when they join the party | Varies | Varies | Level 1 |
| **Viewable Ending** | The types of endings that may be reached | B, C | A, B, C | A, B, C |





## CONTINUE

This option allows you to resume gameplay from previously saved data on a Memory Stick Duo™. Press UP/DOWN on the directional buttons or analog stick to select saved data, then press the ⊗ button to resume gameplay.

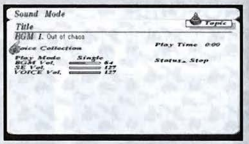
## CONFIGURATION

This option allows you to adjust settings such as message speed and controller configuration. Press the directional buttons or analog stick UP/DOWN to select the setting to be adjusted, then press the directional buttons or analog stick LEFT/RIGHT to adjust the setting or press the L/R buttons to adjust Window Bright by increments of 10. Choose the "Original" option on top of the screen to return to the settings prior to the changes, or use the "Default" option to adjust to the default settings.

| | |
|---|---|
| **Text Speed** | Sets the speed of message display (Slow/Normal/Fast/Page units). |
| **Button Use** | Sets the function of each button. Select the function to change by pressing the directional buttons or analog stick UP/DOWN, then press the button you want to assign to that function. If a button already assigned to another function is selected, these button functions will switch. Press LEFT on the directional buttons or analog stick to select another setting after a function has been changed. |
| **Dash Control** | Sets the function of directional buttons or analog stick on the 2D Map (Normal-Dash, Double Press-Walk/Normal-Walk, Double Press-Dash). |
| **Face Display** | Turn ON/OFF the enlarged illustration of a speaker's face. |
| **Window Bright** | Adjust the brightness of background windows on Message and Camp Menus. |

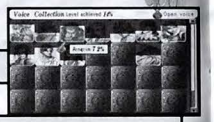
## SOUND MODE

This option allows you to listen to sound recordings in the game that you have unlocked. Press the directional buttons or analog stick UP/DOWN to move the cursor to "BGM", then press the directional buttons or analog stick LEFT/RIGHT or press the L/R buttons to select the recording. After the recording is selected, press the ⊗ button to start playing. Press the ◉ button to pause/resume, or press the START button to stop. Press the directional buttons or analog stick LEFT/RIGHT to adjust settings shown to the right of each settings category (see page 10).



# Starting the Game

## SETTINGS



| | |
|---|---|
| **Title** | The title and number of the selected BGM |
| **BGM** | Select BGM to play |
| **Voice Collection** | Listen to the battle voices of characters heard in the game (the Achievement Rate shows how many of the battle voices have been attained) |
| **Play Mode** | Select the order in which the recordings are played (**Single** = Play only the selected recording, **Continue** = Play through each recording continuously, **Shuffle** = Play randomly selected recordings) |
| **BGM Volume** | Adjust the volume (32-127) of BGM playback |
| **SE Volume** | Adjust the volume (32-127) of sound effects playback |
| **VOICE Volume** | Adjust the volume (32-127) of character voice playback |
| **Play Time** | Displays the length of the recording |
| **Status** | Displays current state of the recording, such as Play or Stop |

## SOUND MODE CONTROLS

| | |
|---|---|
| **L button / R button** | Select BGM |
| **directional buttons or analog stick** | Select BGM (BGM selection) / Select character voice (Voice Collection selection) |
| **⊗ button** | Play song / Play voice (Voice Collection selection) |
| **◎ button** | Cancel |
| **△ button** | Display/Turn off help screen |
| **□ button** | Pause/Resume |
| **START button** | Stop |

## PROLOGUE

View the game's prologue.
Press the △, □, ◎, ⊗ or START button to leave the prologue.

## MOVIE GALLERY

View the CG movies unlocked while playing the game.
Press the ◎ button to return to the Title Screen.

# Playing the Game

## ACTION AND STRATEGY

You will experience a variety of battles and events in two different worlds while controlling the main character, Valkyrie. You'll experience not only the RPG elements of recruiting and developing characters, but also action and strategy elements.

***The adventure takes place in Asgard and Midgard***

Valkyrie descends upon the world of human beings, Midgard, to fulfill a mission ordered by All-Father Odin. While most of the adventure takes place in Midgard, the Sacred War is advancing in Asgard, the world of gods.

**MIDGARD:**
The land of men – shrouded in thick fog. War, poverty, disease...
In Midgard, death is the only certainty. Along with men, defilers of souls, such as undead and vampires, also wander the land.

**ASGARD:**
The land of gods ruled by All-Father Odin. Asgard is where the Aesir gods reside. Odin learned of the imminence of Ragnarok – the end of the cosmos – and began his preparation for the Sacred War.

## DEVELOP EINHERJAR & WIN THE SACRED WAR

The assignment given to Valkyrie is to recruit and develop Einherjar, (spirits of warriors who have died bravely in battle) then send them to Asgard to fight at Odin's side in the Sacred War.

### RECRUIT EINHERJAR IN MIDGARD

On the World Map, use Spiritual Concentration (p. 14) to search for fallen souls. Recruit these Einherjar and have them join your party. Up to three Einherjar can fight with Valkyrie at once.

### DEVELOP EINHERJAR IN BATTLES

Improve the skills of Einherjar by fighting against monsters. Skilled Einherjar will be military assets for Odin in the Sacred War. It's your job to distribute Skills and improve Traits of Einherjar to shape their value as warriors.

### SEND EINHERJAR TO ASGARD

Send Einherjar to Asgard after their abilities improve in combat. Losing strong characters will hurt the party, but you might not be able to see the better endings unless the Aesir gods win the Sacred War.

### PLAY AN ACTIVE ROLE IN THE SACRED WAR

Once Einherjar are sent to Asgard to participate in the Sacred War, they will be automatically controlled based on their skill development in Midgard. You will see the results of each battle in the form of events.

*Valkyrie keeps fighting in search of her own true self...*

In addition to victory in the Sacred War, Valkyrie has another objective: to find out who she really is and what her existence is for. In that sense, there is more than one ending to the story.

### GAME OVER

If your entire party is wiped out during battle, it will either be Game Over or you will be returned to the World Map. Also, if not enough allies are transferred to Valhalla and the Aesir continue to do poorly in the war, Valkyrie will be reprimanded and the game will be over.

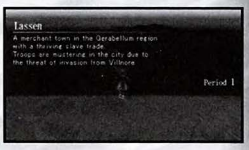




## FLOW OF TIME IN ASGARD AND MIDGARD

Time passes simultaneously in Asgard and Midgard. While Valkyrie fights in Midgard, the Sacred War in Asgard is taking place. If Valkyrie fails to send Einherjar to Asgard to reinforce Odin's troops, the Aesir will lose battles. If the situation for the Aesir becomes too grim, Valkyrie may be purged, resulting in the game's worst ending.

### CHAPTER AND PERIOD


Lassen
A merchant town in the Gerabellum region with a thriving slave trade.
Troops are mustering in the city due to the threat of invasion from Vilmore.
Period 1

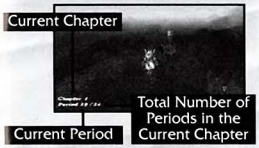
The flow of time in Asgard and Midgard is marked in "Chapters" and "Periods." When Valkyrie takes an action (i.e., enters a town or dungeon, or recruits Einherjar), Periods are spent. The number of Periods spent depends on the action. When a certain number of Periods have passed, the Chapter will end. At the end of each Chapter, Freya will report on the Sacred War from Asgard.

| Action | Number of Periods spent |
|---|---|
| Enter a town | 1 Period |
| Enter a dungeon | 2 Periods |
| Spiritual Concentration (p. 14) | 2 Periods* |
| Rest (p. 26) | 1-3 Periods |

*Periods are spent only when friends or dungeons are located.

## EXPLORING IN TWO DIFFERENT MODES

In Midgard, there are 2 different modes: the World Map and the 2D Map. Valkyrie will explore these two modes to recruit and develop Einherjar.




**WORLD MAP:** A map of Midgard. Locations Valkyrie may enter (towns, castles, dungeons) are marked with arrows on the map. Travel towards a specific location to enter.

**2D (SIDE VIEW) MAP:** When Valkyrie enters a location, the screen will change to the 2D Map. In town, Valkyrie will recruit Einherjar and collect information. In dungeons, Valkyrie will fight and collect items.

## ACTIONS ON THE WORLD MAP

Arrows indicate enterable locations such as towns and dungeons (see right). Approach an arrow and press the ⊗ button. Information about the location will appear. Press the ⊗ button again to enter the location.

**Minimap**: The white icons are towns or villages, the red icons are dungeons, and the triangle icon shows which way Valkyrie is facing.

**SPIRITUAL CONCENTRATION:** Press the START button while Valkyrie is in the air. Valkyrie will start her Spiritual Concentration. Locations where Einherjar may be recruited, or newly found dungeons, may appear. Press the ⊗ button again to return to the World Map, and fly towards that location.

## ACTIONS ON THE 2D MAP

On the 2D Map, various commands will be needed besides just pressing the directional buttons or analog stick LEFT/RIGHT. It will be impossible to explore the entire map unless you utilize various techniques to adjust to local terrain and situations.

**LATERAL MOVEMENTS:** When there is an enterable path in the foreground or background in your current location, the path will be displayed as seen on the right. To move into the background, press the directional buttons or analog stick UP. To move into the foreground, press the directional buttons or analog stick DOWN. To go down stairs in front of you, press the directional buttons or analog stick DOWN and diagonally.

**JUMP:** Press the ◉ button to jump. Press the ◉ button while dashing to jump farther, or while crouching to jump down to the path below. In Midgard, when Valkyrie is disguised in human clothes, her ability to jump decreases.

**SLIDE:** Hold the directional buttons or analog stick DOWN to crouch and press the ◉ button to slide. Valkyrie can slide though narrow passages.

**SLASH:** Press the ⊗ button to swing Valkyrie's sword. Swinging the sword can activate switches and break objects. Slash an enemy to enter a battle (see page 27).

**OBTAINING ITEMS:** Press the ⊗ button while crouching near an item on the floor to obtain the item or open a treasure box.

**LIFT AND THROW:** Use the directional buttons or analog stick to move close to an object. Press the ⊗ button to lift the object and press the ⊗ button again to throw the object forward (treasure boxes will break). Press the ◉ button after lifting an object to gently drop it where you are standing.

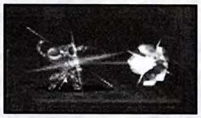
**PUSH/PULL:** Move close to certain objects, then hold down the ⊗ button, and press the directional buttons or analog stick LEFT/RIGHT to push/pull an object. There may be some secrets that can only be unveiled by moving objects.

*Voice from Valhalla* – *Freya*
"Be careful when opening a treasure chest." You can only open a treasure chest while crouching and facing its lid, but be careful – some chests may be trapped.

# Actions

**TALK/EXAMINE:** Stand next to a person and press the ⊗ button to talk. Press the ⊗ button again to advance the message, or hold down the ⊗ and R buttons to skip though the dialogue Press the L button to view the conversation log from the current location. You can also examine objects by approaching them and pressing the ⊗ button.

**SHOOT CRYSTALS:** Press the ● button to shoot crystals. There are many important uses of crystals.



**CREATE ICE BLOCKS:** Shoot crystals towards the wall, ceiling (press the directional buttons or analog stick UP), or floor (press the directional buttons or analog stick DOWN) to create ice blocks. Shoot again towards an ice block, and it will grow larger. Use ice blocks as steps to climb up to high locations. Up to three ice blocks may be created on one screen at a time.

**BREAK ICE BLOCKS:** Shooting a large ice block (made from two crystal shots) will break it. A shower of light will appear for a few seconds. Valkyrie may jump into it, and use it as a step. Valkyrie will be thrown backwards if she breaks an ice block close to her.

**SHATTER ICE BLOCKS:** Slashing an ice block with your sword, or jumping on it several times, will shatter it. Fragments of ice will remain. Use the fragments as steps or blocks.

**PICK UP AND THROW:** To pick up a fragment of ice, press the ⊗ button when Valkyrie is near the fragment. Press the ⊗ button again to throw it. Press the ◉ button to drop it.

**Fill out this card and return it to be entered**
**You could win a cool game!**

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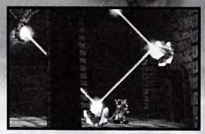
# Actions

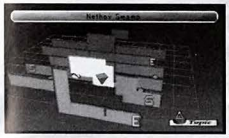
**FREEZE AN ENEMY:**
Freeze an enemy temporarily by shooting at it. If a flying enemy is frozen, it will drop onto the floor. Use this technique to avoid battles, or use the frozen enemies as steps.

**PUSH/PULL:** If the frozen enemy is large, press the ⊗ button to hold onto it and press the directional buttons or analog stick LEFT/RIGHT to push or pull it.

**PICK UP AND THROW:** If the frozen enemy is small, press the ⊗ button to pick it up and press the ⊗ button again to throw. Press the ◎ button to drop it.

*Voice from Valhalla* – *Freya*
"There are other ways to use crystals." These are only the basic methods of using crystals. There are other ways to use them. For instance, you can reflect a beam of light coming out of the ceiling. Try using crystals at dead ends.





**VIEW MINIMAP:**
Press the R button while in a dungeon to view the Minimap. Use the directional buttons or analog stick to move the center of focus, or hold down the ▣ button and press the directional buttons or analog stick to rotate. Also, press the L/R button to enlarge or reduce the map size, or press the ⊗ button to switch the map style. Press the ◎ button to return to the 2D Map. Only the areas Valkyrie already explored will be displayed on the Minimap.

**MEMORY CAMP:**
A Memory Camp is shown to the right. This is the only location in a dungeon where the game data may be saved.

The Camp Menu contains information and commands that are necessary to advance in the game.

## EQUIP WEAPONS AND DEFENSIVE EQUIPMENT, AND CHECK THE STATUS OF CHARACTERS

Press the △ button while on the World Map or 2D Map to display the Camp Menu shown at right. Press the ○ button to return to the Map. In this menu, it is possible to check the status of the party and the progress of the game, or use various commands.

**1. COMMAND MENU**
Ten commands that may be executed in the Camp Menu.
See page 19 for instructions on how to use each command.

**2. STATUS OVERVIEW**
Brief status of characters currently in the party.
See page 24 for explanations of each status.

**3. PLAY TIME**
Total length of gameplay time. The clock will run while in the Camp Menu.

**4. MATERIALIZE POINT**
The source of items. Using the Convert MP command will increase this value (see page 21). You also gain Materialize Points when you recruit Einherjar, or play an active part in victories in the Sacred War.

**5. EVALUATION SCORE (EVAL.)**
Odin's evaluation of Valkyrie. This value decreases when Valkyrie does not send Einherjar to Valhalla, and low value could lead to a worse game ending, or end your game immediately.

**6. CHAPTER**
The current time period of the Sacred War. This progresses along with the Period, explained below.

**7. PERIOD**
The current time period within the Chapter. This value is described as "Current Period/Maximum Period of the Chapter" (see page 13).





## USING THE 10 CAMP MENU COMMANDS

Select a command using the directional buttons or analog stick, then press the ⊗ button to execute. This will lead to the screen for each command (after selecting a character when accessing the Skill, Ability or Equipment command). Each command is explained below.

### SKILL

This menu allows you to have the characters learn Skills, and to set up or change the parameters of character's traits. Select a menu by pressing the directional buttons or analog stick LEFT/RIGHT, then press the ⊗ button to execute.

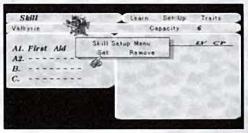
**LEARN:** Characters learn and level up (improve the effect of) Skills in this menu. Select the category of Skill to learn or improve by pressing the directional buttons or analog stick LEFT/RIGHT. Then, select the Skill by pressing the directional buttons or analog stick UP/DOWN, then press the ⊗ button to execute (unlearned Skills are in gray, and learned Skills in black). If the character has enough Capacity (CP) to improve the Skill, select "Yes", then press the ⊗ button to complete the transaction. CP increases when a character levels up, so you should usually improve Skills whenever characters level up. Move the cursor to the name of the character on top of the screen, then press the directional buttons or analog Stick LEFT/RIGHT to move to the screens for other characters' Skills.

**Reaction Skill**
Skills that are automatically activated. Skills in this category include healing and counter-attacks.

**Support Skill**
Skills that enhance the character's normal attacks. Skills in this category include additional attacks and improved probability of successful attacks.

**Attack Skill**
Skills that activate more powerful attacks. Skills in this category include triple-strength attacks and knock-out attacks.

**Status Skill**
Skills that will improve the characters' status. Skills in this category don't need to be set up (see page 20) to function.

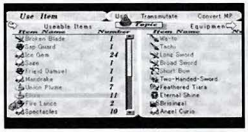


**SET UP:** Set up learned Skills for each character. After selecting "Set" on the Skill Setup menu, select the category of Skill, then the Skill you wish to activate, by using the directional buttons or analog stick and executing with the ⊗ button. In order to deactivate a Skill, select "Remove" on the Skill Setup menu, and select the Skill to be removed. Choose other characters by following the same process as the "Learn" section.

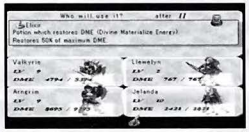
**TRAITS:** Develop a character's traits. Select the trait to be developed, and select "Yes" if the character has enough CP to develop it. You can level up positive traits or level down negative traits. The "Total" change to Hero Value is calculated as "Rank" multiplied by "Adjust". Trait levels will affect the characters' performances in the Sacred War, so develop traits carefully.
The parameters of traits also affects a character's Hero Value (p. 25), an important requirement for fighting in the Sacred War. Valkyrie does not have traits because she is a goddess.

## USE ITEM

This menu allows the player to use items, transmutate items, and convert items to Materialize Points. Press the directional buttons or analog stick LEFT/RIGHT to select "Use", "Transmutate", or "Convert MP", then press the ⊗ button to execute.



**USE:** Use items such as Elixir. Select a category (Usable Items, Equipment, or Artifacts), and choose the item to use. When choosing an item effective only for a single party member, select the character after choosing the item, then press the ⊗ button to execute.



**TRANSMUTATE:** By spending Materialize Points, Valkyrie can transform one item into another. Select an item to transform, and the screen will show how many Materialize Points are needed and what item will be created as a result.

**CONVERT MP:** Exchange items for Materialize Points (MP) (see page 20). Choose an item category, then select the item you want exchanged. Press the directional buttons or analog stick LEFT/RIGHT (increments of 1), or L/R button (increments of 10), to determine the quantity of items to exchange, then press the ⊗ button to execute.

## DIVINE ITEM

Create items by consuming Materialize points (MP); this function is not available within dungeons, except in a Memory Camp. After choosing a category (Usable Items, Weapons, Defensive Equipment, or Decoration/Possession), select the item you wish to create. Then, as in Convert MP, determine how many copies to create and press the ⊗ button to execute. There are no stores in this game, so you can normally only get items with Divine Item or by finding them in dungeons.

## PARTY

Form the party, distribute Experience from the Experience Orb, and practice battles. Press the directional buttons or analog stick LEFT/RIGHT to choose from "Edit", "Exp. Orb", or "Practice", then press the ⊗ button to open each menu.

**EDIT:** Form a battle party, assign formations, and change party members. Select Change on the Party Edit Menu, and select the party member to replace by using the directional buttons or analog stick. After a member is selected, choose a replacement character from within the party or from the alternate pool. To remove a character from the party, select Remove in the Party Edit Menu and choose a character. Valkyrie cannot be removed from the party.

**EXP. ORB:** Distribute Experience Points stored in the Experience Orb. Select a character to receive Experience from the Experience Orb and determine how much Experience to distribute by using the directional buttons or analog stick. Press the ⊗ button to execute. If you wish to give other characters Experience Points, repeat this process. When distribution is completed, press the ◉ button and select Divide. Restart will return to the character selection screen without executing the distribution, and Cancel will clear the distribution. While in the character selection menu, press the directional buttons or analog stick LEFT/RIGHT to check the status of the character.

***Voice from Valhalla*** *– Freya*

"Experience Points may be obtained by completing certain events."

Unlike Experience gained by winning battles, Experience stored in the Experience Orb is received by completing certain events. The benefit of the Experience Orb is that its Experience may be distributed to characters that did not participate in battle.

**PRACTICE:** Practice fighting an actual battle. Characters will not experience Status Abnormalities or receive damage, so learn how to use combination attacks using this option.

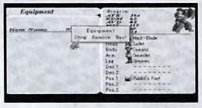
## ABILITY

Set up attacks in battle. There are Normal Attacks (see page 29), Counter Attacks (see page 29), and Special Attacks (see page 29). The order of Normal Attacks and the type of Counter Attack used may be changed, but Special Attacks cannot. Change the order of Normal Attacks by moving the cursor to Normal Attack and pressing the ⊗ button. (You cannot fully customize Normal Attack order.) Change the Counter Attack by moving the cursor to Counter Attack and selecting an attack from the list of Normal Attacks. The maximum number of Normal Attacks per turn changes depending upon the equipped weapon.





## EQUIPMENT



Equip weapons, Defensive Equipment, or Decoration/ Possession. Select "Chng" in the Equipment menu, choose the type of equipment, and select the item to equip. Press the Left directional button while selecting weapons or Defensive Equipment to bring up the Sort Menu. On this menu, the player can change how equipment is listed, by Attack Power/ Defense Ability Order, Attack/Def. Reliability Order, Hit Reliability Order, or Newest weapons/equipment first. In order to remove an equipped item, select Remove on the Equipment menu, and choose the item to remove. If the Best option is selected, items will be equipped automatically based on their capacity. After selecting a character to equip, choose Attack/defense priority or Reliability priority.

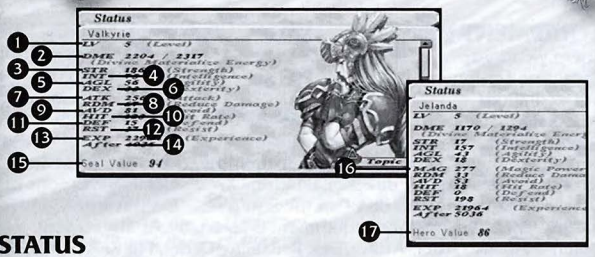
## TRANSFER

Send Einherjar to Valhalla (only on World Map). Select a character with positive Hero Value (characters with negative value may not be transferred), then press the ⊗ button. Select "Yes", then press the ⊗ button to execute. Press the directional buttons or analog stick LEFT/RIGHT while choosing a character to display status, current equipment, and skills.

***Voice from Valhalla*** *– Freya*

"Einherjar with low Hero Values will not be worthy in the Sacred War."

It is doubtful that an Einherjar with a low Hero Value will have an active role in the Sacred War. They will be considered a nuisance, or they may be killed in battle. I will periodically tell you what kind of Einherjar Lord Odin requires, so transfer the Einherjar that best fit his needs.




## STATUS

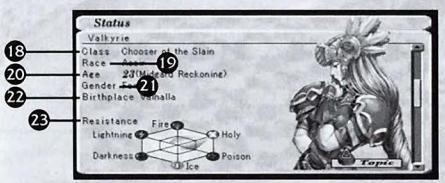
Confirm characters' status. Press the directional buttons or analog stick UP/DOWN to move between screens and LEFT/RIGHT to switch characters. Press the △ button to view the profile of each character. The meaning of each status attribute is explained below:

1. **LV:** Character's level.
2. **DME (DIVINE MATERIAL ENERGY):** Character's "hit points." Characters will not be able to move when this value becomes 0.
3. **STR:** Character's strength.
4. **INT:** Character's intelligence. This affects magical power.
5. **AGL:** Character's agility. This affects the character's ability to evade.
6. **DEX:** Character's dexterity. This affects the characters attack accuracy.
7. **ATK:** Attack power (non-magic users only). This affects the amount of damage a character's attack deals.
8. **RDM:** Reduce damage. This affects the amount of damage incurred by an enemy's attack.
9. **AVD:** Avoidance rate. This affects a character's chances of avoiding an enemy's attacks.
10. **HIT:** Hit Rate. This affects attack accuracy.
11. **DEF:** Defense power. This affects the strength of the character's defense.
12. **RST:** Resistance. This affects defense power against enemy magic attacks.
13. **EXP:** Experience. You gain Experience by winning battles, and characters level up when certain levels of Experience are reached.
14. **AFTER:** Experience necessary to level up.
15. **SEAL VALUE:** Special parameter for Valkyrie. This value changes depending on the decisions you make.





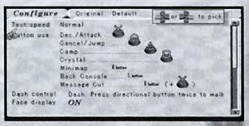
16. **MAG:** Magic Power (only for magic users). This affects the strength of magic attacks.
17. **HERO VALUE:** A value that describes how heroic a character is. This is determined by development of character's traits (see page 20). Characters with negative Hero Values may not be transferred to Valhalla.
18. **CLASS:** Character's class. Attack methods and items that can be equipped will change depending on the character's class.
19. **RACE:** Character's race.
20. **AGE:** Character's age (Immortal characters' ages are calculated as if they were mortal).
21. **GENDER:** Character's gender.
22. **BIRTHPLACE:** Character's birthplace.
23. **RESISTANCE:** Resistance against 6 different magical attributes ("Fire", "Holy", "Poison", "Ice", "Darkness", and "Lightning"). The farther the tip of the graph is from the center, the better the resistance against that magical attribute. There are weapons and defensive equipment that have these attributes, and the character's resistance against that attribute may improve by equipping such items. When one attribute's resistance is improved, the opposing attribute's resistance will depreciate.




The character's current set up for abilities and equipment can also be viewed in the Status menu (see pages 22-23 for more information on abilities and equipment).

## CONFIGURE

Configure the game environment, such as message speed and button configuration. Options and controls are the same as in "Configuration" in the Title Screen menu (see page 9).



# Camp Menu

## DATA

Save or Load game data. Insert a Memory Stick Duo™ in the memory stick slot. Select "Save" or "Load", then press the ⊗ button to execute.

**SAVE:** Save a game's data onto a Memory Stick Duo™. Select a file where the data should be saved. If you are overwriting previously saved data, select "Yes", then press the ⊗ button to overwrite. Game data may be saved at a Memory Camp (see page 17) or on the World Map.

**LOAD:** Load previously saved data. Like "Save" above, select the file to be loaded, then press the ⊗ button to execute.

## HOW TO DELETE SAVE DATA

If you wish to delete other save data on a full Memory Stick Duo™, select "BLANK DATA" in the Save Menu and attempt to save the game. After the "Save failed" message appears, press the ◎ button to go back. When the message appears asking, "Do you want to cancel Save?" select "Yes" and you will be asked "Do you wish to delete any save data?" From here select "Yes" and you will be able to delete other save data.

**REST TO RESTORE DME AND HEAL STATUS ABNORMALITIES:**
Press START button in the Camp Menu to display the screen below. You can spend Periods in this menu to rest, restoring DME and healing Status abnormalities (see below). Press the directional buttons or analog stick LEFT/RIGHT to assign the number of Periods to rest, then press the ⊗ button to execute. By spending Periods, time in Valhalla also progresses, so understand the situation in the Sacred War before resting.

| | |
|---|---|
| 1 Period | Completely heals DME of all characters |
| 2 Periods | Completely heals DME and Status Abnormalities of all characters |
| 3 Periods | Completely heals DME and Status Abnormalities of all characters, revives the fallen characters |

### *Voice from Valhalla* – *Freya*

"Revive Valkyrie as soon as possible."
When Valkyrie is knocked out in battle (DME is reduced to 0), a countdown will start. If you don't revive Valkyrie or finish the battle before the countdown hits 0, the entire party will be forced to return to the World Map, with their DME restored to its original state prior to the battle. It sounds better than total annihilation, but it will be difficult to deal with after advancing deep into a dungeon.

# Battle System

One of the most unique features of this game is the Battle System. Turn-based real-time battle makes for exciting gameplay.

Multiple characters will attack in real-time to create combination attacks. There are a variety of ways to attack, depending on how you control your characters.

### ENTER A BATTLE BY ENCOUNTERING ENEMIES

Touch an enemy within a dungeon to enter battle. Slash an enemy with the sword to enter battle and have the first attack. If Valkyrie just touches an enemy to enter battle, whoever will attack first is random. If the enemy is slow, this is not a concern; however, you should be careful around monsters that chase after Valkyrie. One option is to freeze the enemy to avoid battles.

**Slash:** You will have the first attack.
**Touch:** The first attack will be decided at random.

### *Voice from Valhalla* – *Freya*

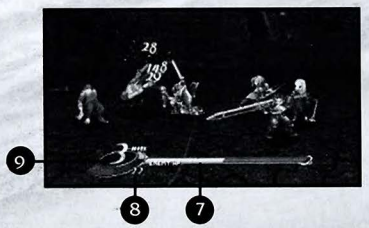
"Avoid enemy contact from behind."
If a monster touches your back, the monsters will have the first attack. If the monsters are stronger than you, the situation will worsen rather quickly. Avoid being snuck up on if possible.

"Timing and the order in which buttons are pressed are important to activate continuous attacks successfully."
Continuous attacks may not be successful if the player simply mashes buttons repeatedly. For instance, it does not make sense to slide-kick after tossing an enemy into the air. In that situation, the character should be sliding as the enemy falls to the floor. It is also important to consider the order in which attacks are activated. For the situation above, it makes sense to slide-kick first, then toss the enemy into the air.

## VIEWING THE BATTLE SCREEN

The contents of the Screen will change before and during the battle. It is essential to understand what the Screen shows to fight effectively.

1. **The name and HP of the currently selected enemy**
2. **Current Turn**
3. **The number of times a character can attack in one turn.**
4. **Name of the Character**
5. **DME Gauge:** The current DME of each character.
6. **Charge Turn (CT):** This value increases when a character casts a magic spell or uses Special Attacks. It decreases each turn. Characters may not cast magic spells or use Special Attacks while this value is greater than 0.



7. **HP of the currently selected enemy.**
8. **Special Attack Gauge:** When this gauge is filled (Value is 100), Special Attacks may be performed (see page 29).
9. **The number of successful hits in current turn.**

Press the button corresponding to the characters to activate their attacks. For instance, press the ✕ button twice to activate two attacks by one character, or press the ✕ button, ○ button, □ button, and △ button to activate simultaneous attack by all four characters. The number of attacks performed in a turn is determined by the character's weapon, potentially up to three times per turn. When the remaining potential actions for all characters are reduced to 0, your turn is over.

Only characters with a blinking button icon may attack.

### ENEMY GUARD

When the enemy guards successfully ("Combo Guard" will be displayed), all attack attempts made by the player's party will be ineffective. In this case, you should try another combination of attacks. An effective tactic is to toss the enemy into the air to prevent it from guarding.

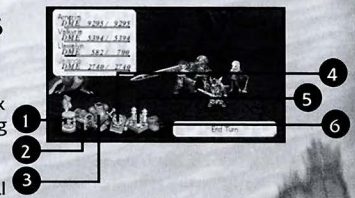
### COUNTER ATTACKS

When the enemy attempts to physically attack a character, a sword-shaped icon may randomly appear above the attacked character's head. When that happens, press the button of the corresponding character to activate a counter attack (only if the proper Skill has been learned).

### SPECIAL ATTACK GAUGE

If the Special Attack Gauge is filled by continuous attacks, the characters that participated in the attacks will be able to use Special Attacks. Press the corresponding button of the character using the Special Attack before the gauge on the bottom reaches the right end. The Special Attack Gauge will be filled even while Special Attacks are performed, and another Special Attack may be activated if the gauge gets filled up again. The CT gauge of a character using a Special Attack will increase by a certain amount. Only the characters whose CT is 0 will be able to use Special Attack.

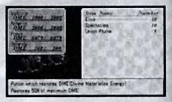
## ATTACK COMMANDS




Press SELECT button during your turn to access the command menu. There are six different commands, including change of equipment or formation, and use of items and magic. Use the directional buttons or analog stick to select the command, then press the ✕ button to execute, or press the ○ button to return to the Battle Screen.

# Battle System

1. **END TURN:** End your turn, and start the enemy's turn. Use this option when the enemy guards attack, or when characters' CT gauges are filled.
2. **USE ITEM:** Use items such as Elixir. Select the character that will use the item, the item to be used, and the character the item will be used on. Characters that use items cannot attack this turn.
3. **EQUIP:** Change equipped weapon. Select the character to change weapons. Choose the new weapon, and select "Yes" to execute.



4. **MAGIC:** Use healing magic or set up attack magic. Select the character that will use magic, the spell to be cast, and the character or enemy who will be the spell's target. Characters can learn magic by using magic books.

5. **REORDER:** Change the characters' positions. Select the character that will change position, then select another character to replace him or her. You should place characters with lower DME or weaker defense ability in the rear, because characters there cannot be physically attacked (they are still affected by long-range attacks, such as magic).
6. **FLEE:** Flee from battle. This option should be used sparingly, since its success rate is only about 70%.

***Obtain various gems with repeated attacks***

When characters attack monsters successfully, the monsters may drop various gems. One effective technique is to prolong the lives of monsters and attack repeatedly, so the characters can obtain Magic Crystals for more Experience. Treasure Chests may appear when an enemy is attacked while in the air, so it's a good idea to attack with a move that will hurl enemies into the air. If the party escapes from the battle, the gems collected during that battle are left behind.

**MAGIC CRYSTALS**
Provides additional Experience at the end of a battle.

**PURPLE GEM**
Reduces a character's CT Gauge by 1.

**TREASURE CHEST**
The contents of Treasure Chests will be gained after battle.

***Experience is earned after a battle***

The battle will end when the party defeats all enemies, and the characters will earn Experience. After a battle, the total earned Experience and the contents of any Treasure Chests will be displayed.



# Credits

| | |
|---|---|
| Character Designers | Kou Yoshinari<br>You Yoshinari |
| Production Coordinator | Daisuke Hiraki |
| Production Assistance | Production-IG |

**PROFILE PROJECT TEAM**

| | |
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| Sacred Phase / Dungeon Designer | Hiroshi Ogawa |
| Lead Programmer | Shigeru Ueki |
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| Scenario Programmers | Yukinori Yamaguchi<br>Yukihiro Yamaguchi |
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| Assistant | Kazuhiro Kawahara |
| Recording Studio | TAJ Productions |
| Localization Service Producer | Haruhiko Inada |

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| English Language Version Voice Director | Jonathan Klein |
| Recording Engineer | Gregg Hall |
| Recording Studio | Soundscape, Inc. |

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# Credits

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